

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS:

1. (Currently Amended) A control framework for organizing, selecting and launching media items comprising:

means for organizing said media items which are represented by ~~different~~ corresponding images at a current semantic level;

means for pointing to one of said media items represented by a ~~respective one of said different images~~ first image, wherein said means for pointing to one of said media items includes a three dimensional (3D) pointer ~~[[and]]~~ which generates a cursor on a display screen, a position of said cursor being based on movement of said 3D pointer;

means for selecting said ~~one of said media items~~ first image for display at a different semantic level; and

means for transitioning from (a) the current semantic level, at which said ~~one of said media items~~ first image is displayed together with other ~~media items~~ images of said media items, to (b) said different semantic level, at which said ~~one of said media items~~ first image is displayed without said other ~~media items~~ images of said media items, by simultaneously changing a size of said ~~respective one of said different images~~ first

image and translating said ~~respective one of said different images~~ first image from a first location at said current semantic level to a second location at said different semantic level.

2-3. (Cancelled)

4. (Original) The control framework of claim 1, wherein said means for pointing to one of said media item includes a voice recognition unit.

5. (Original) The control framework of claim 1, wherein said means for pointing to one of said media items includes a gesture recognition unit.

6-9. (Cancelled)

10. (Currently Amended) A control framework comprising:

a display screen for displaying graphical user interface objects at a current semantic level;

an input device for providing user input to a graphical user interface, wherein said input device includes a 3D pointer which generates a cursor on said display screen, a position of said cursor being based on movement of said 3D pointer; and

said graphical user interface for coordinating display of said graphical user

interface objects on said display screen, said graphical user interface including:

means for detecting when a position indicated on the screen by said input device is stationary for a predetermined period of time and to display additional images and/or text on the screen in response thereto;

means for zooming from one image scope corresponding to one of said graphical user interface objects to another image scope based on first input from said input device;

means for selecting said one of said graphical user interface objects based on second input from said input device;

means for moving a selection target through a list of screen positions based on third input from said input device;

means for initiating an action in said graphical user interface framework based on said indicated position and fourth input from said input device; and

means for transitioning from (a) said current semantic level, at which said one image scope corresponding to said one of said graphical user interface objects and other ~~graphical user interface objects~~ images of said graphical user interface objects are displayed, to (b) a different semantic level, at which said one image scope of said one of said graphical user interface objects is displayed without said other ~~graphical user interface objects~~ images, by simultaneously changing a size of said one of said ~~graphical interface objects image scope~~ and translating said one of said ~~graphical interface objects image scope~~ from a first location at said current semantic level of said

graphical user interface to a second location of said different semantic level.

11-12. (Cancelled)

13. (Original) The control framework of claim 10, wherein the input device includes a touchpad.

14. (Original) The control framework of claim 10, wherein the input device includes a television remote control device.

15. (Original) The control framework of claim 10, wherein at least one of said first, second, third and fourth inputs is a gesture.

16. (Previously Presented) The control framework of claim 10, wherein at least one of said first, second, third and fourth inputs is a voice input.

17. (Original) The control framework of claim 10, wherein the means for moving a selection target includes a touchpad and said third input is a movement on said touchpad.

18. (Original) The control framework of claim 10, wherein said means for displaying

additional images and/or text further comprises means for receiving a gesture input associated with a hover function.

19. (Original) The control framework of claim 10, wherein said first input of said means for zooming is one of a gesture or a speech command.

20. (Original) The control framework of claim 10, wherein the display screen is a television.

21. (Currently Amended) A media system comprising:

a television having a display screen;

a 3D pointing device for providing input to said television, said input based, at least in part, on movement of said 3D pointing device which generates a cursor on said display screen, a position of said cursor being based on said movement of said 3D pointing device; and

a system controller for receiving said input and controlling media content displayed on said display screen based on said input, wherein said system controller includes a memory for storing software code associated with primitives for controlling said media content display, and wherein:

a first one of said primitives is a scroll primitive, such that said controller scrolls media content displayed on said display screen of said television responsive to a first

input from said pointing device; and

a second one of said primitives is a hover primitive, such that said system controller alters a display of said media content displayed on said display screen of said television when said cursor hovers over a portion of said display screen for a predetermined period of time;

wherein said software code operates to transition from (a) a current semantic level, at which a media item and other media items are displayed on said display screen as a first image and other images respectively, to a different semantic level, at which said ~~media item~~ first image is displayed after being selected by said 3D pointing device and without displaying said other ~~media items~~ images, by simultaneously changing a size of ~~a respective~~ the first image of said media item and translating said ~~respective~~ first image from a first location at said current semantic level to a second location at said different semantic level.

22. (Cancelled)

23. (Previously Presented) The media system of claim 21, wherein said 3D pointing device has at least one button and wherein one of said primitives is a click primitive which indicates actuation of said at least one button.

24. (Previously Presented) The media system of claim 21, wherein said 3D pointing

device includes a scroll wheel.

25. (Previously Presented) The media system of claim 21, wherein said system controller alters said display of said media content by magnifying media content associated with said portion of said display screen.

26. (Previously Presented) The media system of claim 21, wherein a third one of said primitives is a zoom primitive, such that said system controller changes a magnification of said media content displayed on said display screen of said television based on a second input from said 3D pointing device.

27. (Original) The media system of claim 26, wherein said change in said magnification includes changing from a first magnification level to a second magnification level, wherein information is visible at said second magnification level that was not visible or appropriate at said first magnification level.

28. (Previously Presented) The media system of claim 21, wherein the 3D pointing device includes a trackball.

29. (Previously Presented) The media system of claim 21, wherein the 3D pointing device includes a touchpad.

30. (Previously Presented) The media system of claim 21, wherein the 3D pointing device includes a television remote control device.

31. (Cancelled)

32. (Original) The media system of claim 21, wherein at least one of said scroll primitive and said hover primitive are actuated in response to a speech command.

33. (Original) The media system of claim 21, wherein at least one of said scroll primitive and said hover primitive are actuated in response to a gesture.

34-46. (Cancelled)

47. (Currently Amended) The control framework of claim 1, wherein said first location of said ~~respective one of said different images~~ first image is different relative to said displaying screen from said second location.

48. (Currently Amended) The control framework of claim 1, wherein said means for transitioning is configured to display said ~~respective one of said different images~~ first image while being translated and changed in size.

49. (Currently Amended) The control framework of claim 10, wherein said first location of said ~~one of said graphical interface objects~~ first image is different relative to said displaying screen from said second location.

50. (Currently Amended) The control framework of claim 10, wherein said means for transitioning is configured to display said ~~one of said graphical interface objects~~ first image while being translated and changed in size.

51. (Currently Amended) The media system of claim 21, wherein said first location of said ~~media item~~ first image is different relative to said displaying screen from said second location.

52. (Currently Amended) The media system of claim 21, wherein said software code that operates to transition also operates to display said ~~media item~~ first image while being translated and changed in size.

53. (Currently Amended) A user interface method comprising:

displaying images, each representing a different media item, at a current semantic level;

receiving a pointing input associated with one of said media items represented by

a respective one of said images;

receiving a selection input associated with said one of said media items to display information associated with said one of said media items at a different semantic level; and

transitioning, in response to said selection input, from (a) the current semantic level, at which ~~said respective~~ a first image associated with said one of said images media items is displayed together with other images, to (b) said different semantic level, at which ~~said respective one of said images~~ first image is displayed without said other images by simultaneously changing a size of said ~~respective one of said images~~ first image and translating said ~~respective one of said images~~ first image from a first location at said current semantic level to a second location at said different semantic level.

54. (Currently Amended) A computer-readable medium containing instructions which, when executed on a computer, perform the steps of:

displaying images, each representing a different media item, at a current semantic level;

receiving a pointing input associated with one of said media items represented by a respective one of said images;

receiving a selection input associated with said one of said media items to display information associated with said one of said media items at a different semantic level; and

transitioning, in response to said selection input, from (a) the current semantic level, at which ~~said respective one of said images~~ a first image associated with one of said media items is displayed together with other images, to (b) said different semantic level, at which said ~~respective one of said images~~ first image is displayed without said other images by simultaneously changing a size of said ~~respective one of said images~~ first image and translating said ~~respective one of said images~~ first image from a first location at said current semantic level to a second location at said different semantic level.